

DEEP SKY DERELICTS



GAME MANUAL

INTRODUCTION

Deep Sky Derelicts (DSD) is a game where you, as a player, find yourself in a far-far future at the outskirts of the Milky Way Galaxy and assume the role of an adept scavenger who is tasked to explore a myriad of dangerous derelict spaceships in search of a fabled alien Mothership that holds something so mysterious and so wondrous that it is worth risking your life to obtain it.



DSD is a tactical turn-based squad-based role-playing game with rogue-like elements and card combat that was made to look and feel like a retro-futuristic science fiction comic book back from 80's. It thus aims to create a strong emotional appeal for both comic book fans and players who like turn-based games, unpredictability of card-based mechanics and tactical challenges.

GAME WORLD

DSD is set in a pretty grim and dystopian distant future where mankind has reached the stars and scattered across the galaxy. Along the way humans have got into contact with a number of alien races and eventually learned to live in peace with them, maintaining a fragile balance and mutually respecting each other's borders for the most part. However neutral uncharted territories, similar to the scantily explored nebulous Deep Sky sector, which holds inside countless derelicts, are beyond any regulations, thus attracting numerous outlaws, rogues and scavengers who hope to find their fortune on board of these desolate ships, dilapidated and shattering, radiated and trapped, but still full of incredible riches and wonders.

The life in Deep Sky world is hard. Only lucky ones, elite have got the privilege to live on the surface of hospitable planets, enjoy natural food and breathe authentic air - the majority linger their pathetic existence on squalid, rusty space stations drifting slowly in the outer space and dream of becoming full-fledged citizens one day.

The only way make this dream come true is to enter the derelicts, spot something of great value, snatch it and then get back alive - the scavenger's way of life in a nutshell. The reward is high, but so are the dangers awaiting at the derelicts. Are you ready for it? Yes? Then gather your party, gear up and go test your fortune!

GAME MODES

The game includes two separate playing modes: **Campaign** and **Arena**

The **Campaign** mode offers a full-featured DSD gaming experience which includes main game story, a collection of side missions and contracts to embark on and complete, the base of scavengers' operations to return to between visits to derelicts in order to upgrade and resupply, and full-blown exploration of multiple procedurally generated derelict spaceships containing random encounters, NPCs, loot, room conditions, etc.

The **Arena** mode offers a more specific kind of gaming experience - it represents a series of tactical combat encounters of increasing difficulty on a single derelict spaceship that are to be completed in sequence without a possibility to return to the scavenger's base. This mode appeals for the players who have already beaten the Campaign mode and are looking for more tactical challenge while being not so keen on replaying the main game story.

HOW TO PLAY

Character Creation


Both the Campaign and Arena mode start with the character creation where you have a possibility to choose three playing characters, who will form your scavenger squad for the rest of the game, and customize them to your liking.





In this screen you will be able to change (in the order of appearance from top to bottom) the following properties of your squad and individual characters:

- Squad name
- Character's name (individually for each of three characters)
- Character's class (individually for each of three characters)
- Character's portrait (individually for each of three characters)
- Character's personality trait (individually for each of three characters)
- Character's scavenger space suit (individually for each of three characters)
- Game difficulty level

At the top left of the character creation screen there is a 'Randomize' button  which you can press infinitely to roll random squad combinations until you are happy with the result. You need to press 'Start' when you think you are done with your squad creation and ready to proceed to the game.

Character Classes

Deep Sky Derelicts offers a selection of 6 character classes to choose as a base for your characters:

- **Bruiser:** a melee-only heavy combat oriented character with increased number of health points and high proficiency in weaponry.
- **Technician:** a support character class versed in manipulating shields, technical contraptions, like drones, traps and computer consoles, as well as in derelict scanning and disabling enemies.
- **Medic:** a support character class proficient in buffing allies, purging negative effects and temporary health boosts.
- **Leader:** a support character class that specializes in boosting allies' combat efficiency and haggling, but is equally good in combat, armed with powerful mental abilities and attacks.
- **Scrapper:** a jack-of-all-trades character with remarkable ranged and melee combat arsenal, exclusive card deck manipulation abilities and a flair for finding rare loot.
- **Tracker:** a universal combatant class proficient in all aspects of warfare, ideal for the role of main damage dealer in your scavenger squad.

Personality Traits

You can choose one of 5 available personality traits for each of your characters:

- **Crafty:** increases the chance of a played card's recycle (instant return to the hand) by 5%.
- **Neurotic:** increases the character's base initiative stat by 2.
- **Skittish:** increases the character's base evasion stat by 5%.
- **Aggressive:** increases the character's based melee damage output by 5%.
- **Charismatic:** increases the character's mental skill by 15 points.

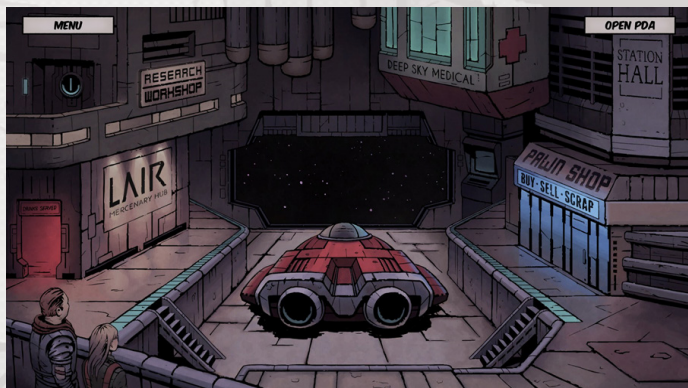
Difficulty Levels

DSD offers two distinct difficulty settings: **Normal** and **Hardcore**. The key difference between them is that in Normal mode enables manual saveloading whereas in Hardcore mode there is only one automatic save and it gets erased if your entire crew gets killed (permadeath condition).



BASE OF OPERATIONS

This is only available in the Campaign mode and represents a space station that will serve as your command center for planning your missions to derelicts and a safe haven to patch up your wounds, upgrade and resupply your crew in between the missions.



The station provides the following facilities to use and manage individual aspects of your crew provision:

- **Station hall:** gives an audience with the sub-governor, the main contract giver, whom you need to report to after each successful retrieval of derelicts' location data in order to proceed with the main storyline in DSD.
- **Pawn shop:** the main trading post in the game, offering a selection of equippable gear mods and exploration tools (e.g. energy cells, power generators, extraction beacons, etc.) for purchase, buying unnecessary items as well useless scrap and junk for credits. It is also the cheapest source to refill your energy supply in the game.



- **The Lair:** a local pub where you can take contracts and hire new mercenaries in your squad in case you want to replace one of your custom characters. Completed contracts should be turned in here to receive payment rewards.
- **Medical facility:** allows you to reanimate your fallen characters and heal their wounds up to full health points after derelict missions in exchange for credits.
- **Research workshop:** offers a number of useful upgrades for your scanner's efficiency and level of detail and for your energy consumption in exchange for credits.
- **Shuttle bay:** shows the Deep Sky sector map with locations of pinpointed derelicts, provides useful information on each of the available derelict missions and allows to embark upon a selected one.

DERELICT EXPLORATION

This phase is only fully available in the Campaign mode. Derelict exploration begins after you press the “Launch mission” button on the Shuttle bay screen at the base and get past the loading screen. You find your scavenger squad inside a landing zone of a derelict you chose to travel to. To start navigating through it you need to press “Open PDA” button in the top right corner of the screen, as all exploration activities are performed via the Scanner screen of the PDA.




On the scanner screen you see the schematic map of the derelict that consists of square-shaped bays or rooms confined by the outline of the ship's hull.

Explored rooms are depicted as bigger squares



Whereas unexplored ones are squares of smaller size. To explore a room you need either to go to it or to scan it with the scanner function (“SCAN” button on the right-hand side of the map) if it is within the scanning range.

Scanning costs energy, but reveals the contents of the rooms in the certain radius (depends on the scanning efficiency). Generally, it only makes sense to visit the rooms which show some kind of a symbol over them after a successful scanning. In order to get inside a room, you need to first move to it by clicking it with left mouse button once and then click it once again when your scavenger squad is there.

The position of your squad on the map is depicted as a circle 

In some cases you will be brought inside a room automatically once you move into it. To continue navigating, simply re-open your PDA.

There are a few types of symbols you may come across when exploring derelicts and they mark various types of objects and encounters that may appear on board of derelicts. Here are a few examples of those:



an NPC or a combat encounter



a stash of loot



a computer console



a landing bay



a special room condition (there are diverse types of these)

The exploration of derelicts should generally continue in the directions where smaller squares of unexplored rooms are present. Each derelict contains a bridge zone with a console holding precious location data which you are tasked to find. Once you found the console and secured the data, proceed to the nearest landing bay, get inside by closing your PDA and press "Return to station" button in the upper middle part of the screen to get back to the base.

In a room with a loot symbol you need to press “Search” button to open the stash and inspect items it is holding. You may either collect them piecewise, take them all or leave without taking.

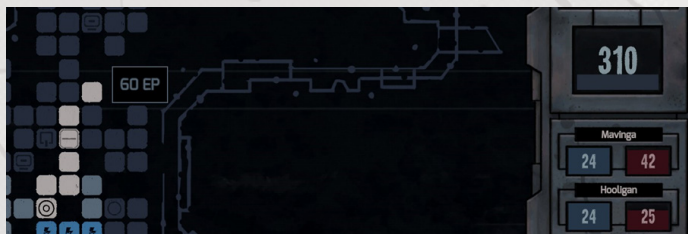


If you happen upon an NPC, you will be brought inside the room and into the conversation with them automatically. NPCs may offer you a side mission, entertain you with a funny talk, offer to sell something to you (via dialogue options or sometimes via a full-blown shop interface) or attack you. Follow the flow of a dialogue and choose phrases and options in the bottom part of the screen to go through it.



Energy Management

Both movement throughout a derelict and scanning consume energy. Energy is thus an important resource: if you run out of it you will not be able to use scanner and engage into combat, your characters' life support systems will cease to work and movement will cause them to slowly lose health. You need to keep an eye on your left energy supply at all times. The remaining energy indicator is located on the right-hand side of the scanner screen, below the "Scan" button. The amount of energy points spent on a single scanning is shown on the "Scan" button itself. Hovering mouse cursor over a possible destination room shows a pop-up with the energy cost of the corresponding trip.



There are several ways to replenish energy in DSD:

- Return to the base and refill the energy reserve at the Pawn shop in exchange for credits by pressing the corresponding button.

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FILL ENERGY RESERVES: 43cc

- Find a computer console aboard a derelict that may feed in certain amount of energy points (see dialogue screenshot above).

- Find as loot or purchase energy cells



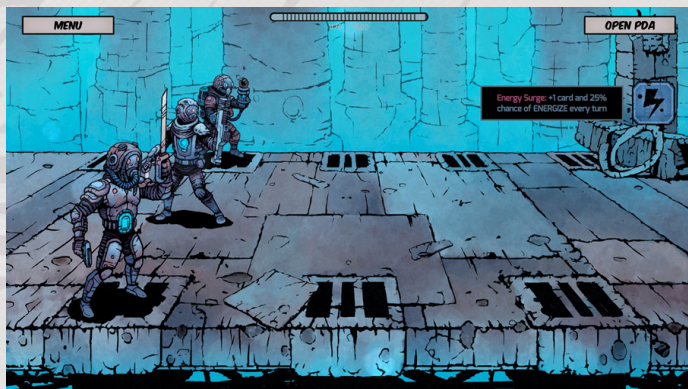
at one of available merchants. Energy cells are consumed automatically from your inventory once the energy supply gets empty or can be consumed manually on the inventory screen.

Room Conditions and Traps

A number of room conditions may be randomly spawned at certain areas of derelicts.

These usually affect both exploration and combat and may have either adverse effects, e.g. magnetic interference forbids scanning and reduces accuracy of ranged weapons, or positive ones, e.g. energy surge reduces energy consumption and may randomly energize combatants and give them extra action points in a battle.

Each type of a room condition has a unique symbol denoting it on the derelict map. To learn what each condition does, get inside an affected room and read a pop-up hint when hovering mouse cursor over the corresponding symbol on the right-hand side of the screen.





Traps usually appear on higher level derelicts and require to purchase a scanner upgrade at the research workshop to get detected.

If you run into a trapped room, you will be brought inside automatically and engaged into a dialogue-based mini-game where you will be able to try your luck and disarm the trap.

In case of failure, though, the trap will trigger and spawn a hazardous room condition in certain neighbourhood area depending on its type.


COMBAT

Combat is the central phase of the DSD gameplay and in most cases can hardly be avoided. Every derelict has random enemy spawns which are roaming around it and attack your squad on sight. You may try to avoid such random combat encounters, but if such a hostile patrol chases you down, you will have no other choice but to engage in combat. Conversely, getting into fight with most of random or quest NPCs is optional and may be chosen as a corresponding dialogue option in a conversation with them. One way or another, combat in DSD always starts as a dialogue.




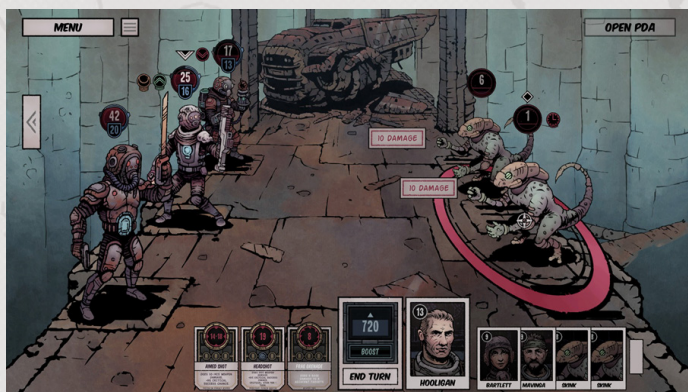
Once the fight has started, you are brought onto the tactical combat screen which shows the battlefield with two opposing sides: your troops on the left and enemy units on the right. Your squad may have up to three directly controlled characters and up to three summoned minions (one per summoning unit), which you don't have direct control over. Enemy squad may be generally represented by a higher number of units, but typically no more than five.

Units don't move across the battlefield and act in turns, by default once per round each. The currently active unit's portrait takes the leftmost position in the unit action queue displayed at the bottom right of the screen and is enlarged.

On the battlefield the active unit is indicated by a bouncing white arrow pointing at it from above: 


The unit action queue presents all the units partaking the combat arranged in the order of their action that is determined by their current initiative (displayed in a small circle in the top left corner of each portrait).

To identify a unit's position on the battlefield, simply hover your mouse cursor over its portrait to see a small tilted square indicator appearing above it: 



The active unit is to perform an action once per its turn (by default) by either playing a card or skipping the turn. To skip the turn you need to press the "End turn" button in the middle bottom part of the screen. By doing so, you will save the current action of the corresponding unit for the next turn.

To play a card, though, you need to select one of the cards in the active unit's hand, which is displayed in the bottom left part of the screen, by clicking it and then aim it appropriately depending on the chosen card type. Four cards are randomly drawn to the unit's hand from its deck at the start of combat and then one per turn (by default) and represent various attacks and tactical combat abilities which may be applied always or under certain conditions. To inspect cards' descriptions, you can enlarge them by hovering over respective cards with mouse cursor.

When applicable, cards may indicate damage output and produced status effects' descriptions and signs. Unless the selected card is of automatic type, you need to aim it, i.e. choose an appropriate target for it with the appeared crosshair: 

When aiming targeted units will get highlighted and encompassed by a colored targeting circle, and a popup window with a summary of expected results will appear next to them in case of attack cards. Alternatively, cards can be aimed at portraits in the unit action queue.

Once a card is aimed, it can be played by clicking on either the chosen target unit or portrait and a comic panel displaying the corresponding combat move appears. The effects caused by the card are displayed by either numbers or text within the panel and persist within the affected unit's indicator area after the comic panel disappears.




Different cards may affect units' shield points and health points, either reducing or restoring them, which is reflected with units' shield and health points indicators displayed above them on the battlefield.



They may also cause temporary side effects, affecting certain abilities or stats of the targeted units. These side effects are displayed as corresponding icons next to the affected units' shield/health indicators for period of their duration or until dispelled. For example:



To learn what they specifically do, hover mouse cursor over them and read the corresponding descriptions in the appearing pop-ups. Alternatively, you can left mouse click on the corresponding unit's portrait to open an information panel summarizing all the details on the unit, including the status effect being currently active.

If at any point through the combat, you feel unsure or confused about what has happened, you may always consult with the combat log by pressing the button next to the "Menu" in the top left corner of the screen: 

Also, there is a Codex glossary explaining all basic in-game mechanics and terms and available for you at any time under the "Menu" options.

The combat ends if either all members from one of the opposing parties are vanquished or if the Retreat option (a button with an arrow pointing off the battlefield on the left-hand side of the screen) is successfully activated (units must survive one full turn to flee from the battlefield).

Note also that some combat actions, e.g. card drawing, boost, consume energy. It's the same energy supply you use during exploration for movement and scanning. If the battle lasts for too long or if you energy supply is too low at the start of the combat and you don't have energy cells in your inventory, you might risk running out of energy before successful resolution of the fight.

In such case you'll get the corresponding message, your units will lose all shields, you will stop drawing cards and the automatic retreat will be activated.

The remaining energy supply can be checked at any time from the middle bottom part of the screen, above the "End turn" button. The "Boost" button below the energy supply indicator allows you to draw two additional cards into the hand of the active character immediately in exchange for a hefty amount of energy, so use this tactical option only if you are confident that you will not run out of energy before the end of the current battle.



Having won the fight, your squad will be granted experience points and a selection of trophies. If you however chose to retreat from it and the retreat succeeded, you will be brought back to the derelict map screen and proposed to choose a nearby room where you would like to retreat to.

Inventory

All your earned combat trophies, looted gear, scrap, quest and auxiliary items, as well as your purchases are stored in your inventory, where you can access and inspect them from at any time except during combat.

The inventory tab of your PDA consists of three main panels: character details, equipped gear and the backpack. All your items are stored in the shared squad backpack (which is limited by 4 pages, 25 slots each).

You can inspect the items you have by hovering mouse cursor over them and reading pop-up descriptions and equip any equippable gear by dragging and dropping it to a suitable slot in the middle panel (that is character-specific).

Note that equippable gear should always be equipped in slot(s) it is intended for. To determine if a certain core (bigger one) or extension (smaller one) slot has appropriate gear stored in the inventory, left mouse click on it, and the inventory will funnel out all inappropriate items. Alternatively, you can select one of the filtered views: 'Weapons', 'Tools', 'Shields', 'Loot', 'Cores' and 'Mods' to see items from a specific category.

DSD has a quite special equipment system that involves cards which represent various attacks and combat abilities and come with weapons, tools and shield generator items that you can equip on your characters. Once a certain piece of gear in it is equipped in the corresponding character slot, the cards held by that piece end up in the character's deck which you can see and browse through in the bottom part of the screen.



On the left-hand side character info panel you can check out the character's stats and class details and switch between your characters using the arrow buttons in the upper part of the panel.

CHARACTER DEVELOPMENT

Your characters earn experience points (XP) for winning combat encounters and completing missions. Once the characters reach a certain set amount of XP, they level up. On level-up each of them receives two ability points to spend on new or upgraded character abilities. These abilities are class-specific and can be inspected and purchased from the character tree on the "Crew" tab of your PDA.

Each level-up two new abilities get unlocked, up to the maximum of level 10. Each ability has three tiers, meaning that you can invest up to three ability points in its upgrades. The current ability tier is indicated by the number of white tokens under the corresponding ability's name. You can always see the difference between the current tier of the ability and the next one by hovering mouse cursor over the ability name.

Some abilities are passive, bringing to you things like immunities or one-time stat upgrades, while others are active, i.e. add cards to your characters' tactical decks. Normally, each consecutive tier of an active ability adds one more card of the corresponding type to the character's deck. However, you have control over the amount of such ability cards ending up in the character's deck - just press tiny '-' or '+' buttons; which appear under the respective ability's name on mouse hover, to either decrease or increase the number of corresponding cards.



In the beginning of the game characters have only one ability tree associated with their specific class. However once they get on level 4, another specialization, represented as a secondary ability tree, can be chosen for each of them.

Ten specializations are available to you to choose from in the base game, each relying on a single specific character skill, so when choosing a specialization it may make sense to pay attention which skills are more developed for each particular character. That said, your choice of specialization is not restricted in any means.

You can see and browse through the list of specialization by pressing the corresponding "Select specialization" button that gets unlocked on the character tree at level 4. On the specialization selection screen you can inspect every single ability available with every specialization tree before you make your final decision.



Character skills also get increased on each level up, depending on the character main class. The corresponding skill scores are displayed in the middle of the character info panel under the “Crew” tab of your PDA as colored squares with numbers inside. You can hover mouse cursor over them to inspect the details of what they affect and to which extent.



CONTROLS

Equip/unequip



mouse drag

Use



double-click
(energy cells)

Transmute item into energy
in an emergency



an item

Scroll the map



Re-center the map
on the crew



Start moving



a tile

Cancel a move



/



Enter a room



double-click

Use cards



More details about the unit



unit portraits

Cancel playing a card



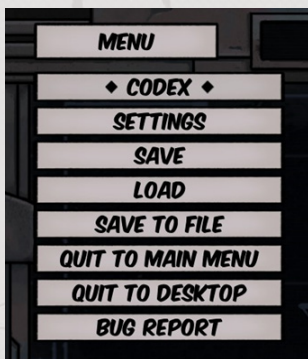
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SETTINGS

You can change a number of game options from the Settings menu. Under Game settings you can switch on and off tutorial tips, change your preferred language for in-game texts, enable/disable map scrolling at screen edges and enable/disable combat dialogue. Under Video settings you can choose your preferred screen resolution and switch between fullscreen and windowed display modes. Finally under Audio you have a handful of equalizers to tune audio volume of individual sound elements of the game to your liking. In-game Menu also offers, in addition to the above settings:

- **Codex:** a game glossary explaining the terms and mechanics commonly used throughout the game
- **Save:** manual saving option to a default save file
- **Load:** manual loading option from existing save files
- **Save to file:** manual saving to a save file other than the default
- **Bug report:** a bug reporting facility to file directly to the developers all necessary details on the problem occurred from within the game.



FEEDBACK

Feel free to send your feedback on the game to

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or

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**Thank you for choosing
Deep Sky Derelicts - enjoy the game!**

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